

IFE OF MONTY

#64

AUGUST 14, 1986
MERRY BERCHMAS

55¢

SIXTH

anniversary? You read it here first! (Well, if you saw GRAUSTARK sometime in the 60s, you may have seen that sixth anniversary - however, this is LOM'S first sixth anniversary. Not that there are going to be any more sixth anniversaries for LOM in six years; there will be a twelfth anniversary, if LOM is still around, but the point is that there haven't been any LOM sixth anniversaries before this one. That's somewhat surprising with LOM, the 'zine with two issue number ones - #1 issues - whatever the phrase is for two issues, both of which have the number one.)

ANYWAY, as all of you must know by now, "It all started with LUFTWAFFE". (That was my first AH game, which eventually led to Dip, which led to PEM - actually, BISMARCK led to PEM, and the two combined for PEM Dip, which led to LOM.) As a special sixth anniversary tribute, here's a special section....

WHATEVER HAPPENED TO.....

.....LUFTWAFFE? Well, I sold mine at PACIFICON in 1980. I originally bought it for \$10 - today, it costs \$16 from The Avalon Hill Game Company (also known as Avalon Hill, but, as a result of some lawsuit, we're "supposed" to use TAGC and not AH - however, we're not supposed to say "Princess Diana" or "Princess Sarah", either - instead, it's "Princess of Wales" and "Princess Andrew" (soon to be "Duchess of York" once Andrew becomes Duke of York) - then again, I never use "Princess Diana" except to point out that we're not supposed to use it).

.....ENVOY? It started in January 1979. I started subscribing in September 1979, almost a year before I started my first Dip game (FTF or PEM) to play in a BISMARCK game. Eventually, I was in DIP, KINGMAKER, BISMARCK, MAGIC REALM, GUNSLINGER, and RAIL BARON. (Meanwhile, I was NOT in CRUSADES, WAR AND PEACE, or CIVILIZATION.) Roy Henricks (who started publishing from Richmond, VA, but moved to Pittsburgh) once had a policy that if an issue wasn't in the mail by the 22nd of each month, the issue was free. (Made 19 out of the first 20, too.) However, in the past few issues, things have been slow. Here are the postmarks of the last six issues: August 19, 1983; November 13, 1983; December 16, 1983; March 23, 1984; April 16, 1985 (yes, 13 MONTHS LATER), and the last (latest) (both quite appropriate) on September 26, 1985. (That's an average of FIVE MONTHS BETWEEN ISSUES over a two-year period!) Meanwhile, I'm in the red to the tune of \$12.46, mainly because Roy refuses to go through the motions of folding. He refuses to do ANYTHING. He even refuses to say that he refuses to do anything. Only Roy can manage to orphan 9 DIPLOMACY, 7 KINGMAKER, 6 RAIL BARON, and 7 CIVILIZATION games.

.....MONTY PYTHON? Well, MONTY PYTHON'S FLYING CIRCUS was filmed in 1969, 1970, 1972, and 1974 (13 issues at a time, except in 1974, when only six - titled MONTY PYTHON, at the request of the BBC when John Cleese decided not to appear - were filmed), and has been shown in the United States on many PBS stations since 1975. In December of 1980, when Time-Life's rights to distribute the episodes expired, the Monty Python members did not renew these rights, forcing the stations to return all of the episodes. Eventually, the shows were brought back to America under a different distributor. (In San Francisco, they were withdrawn for a time and replaced by SCTV, but once again SCTV is out and MPFC is in.) Strangely enough, KQED, San Francisco's PBS station and (supposedly) the PBS station

XENOGONEX

with the largest annual budget, is the only one of the three "large" Northern California PBS stations (the others being KTEH in San Jose and KVIE in Sacramento) that shows MEFC - and the only one that doesn't show DOCTOR WHO.

.....RETRALIATION? At least some of the old traditions are still around, and I still have every issue of RETALIATION/GRAB DOTS since number 13 (back in 1981). Whatever happened to Alice? (For those of you who don't know the untold story, Alice was once engaged to Dick. Within three months of the announced wedding date, Dick got married. Not to Alice, though. As I recall, it took Dick a while to get his stereo back.

.....DIPLOMACY? In 1981, while thumbing through a TAHGC Parts List, I noticed the words "Fleets and Armies (Complete Set) (Plastic Colon Co-ordinated)" where "Fleets and Armies (Wooden)" used to be. (As far as I know, I was the first to mention plastic pieces in a 'zine, as well as the availability of wooden pieces from TAHGC in their discontinued parts list.) By the way - plastic pieces are still much less expensive than wooden ones. One honor I can definitely claim: I drew the first plastic piece in DIPCON history, in 1981's second game. It must have been a sign of how the pieces were going to be accepted - I drew black. Meanwhile, back in the late 1970s when most "bookcase games" sold for \$10, DIP sold for \$11. Now, it's \$18. (That's \$2 more than LUFTWAFFE.)

OK, now on to more recent events.....

ORIGINS XII

Yes, the twelfth ORIGINS, this time from the Airport Hilton in Los Angeles. I do mean airport - I could see (and, very definitely, hear) the runways for LAX from my room. (I was one of the lucky ones that got a room on the first night - there was a Shriners convention in town at the same time, but they left after the first night.)

As usual, the "huckster's room" (the John Boardman term for the dealers' area) was closed on the first day, so there was nothing to report. Well, there was something; I managed to get in on an unscheduled playtest of PARANOIA. It was so unscheduled that even West End Games didn't know about it - apparently, the scheduled PARANOIA run was lost somewhere, so WEG was called to provide something at the last moment. The adventure, currently titled "Operation Botbusters" (for BLUE-level characters), features a transfer of "SPI sector" to "TSR sector". (This is supposed to be the way it will appear once released - I don't think TSR is going to like it very much.) The entire adventure turns out to be a take-off of D&D.

Friday morning - once again, I'm in the line to get into the dealers' area right when it opens, like I was in 1981 and 1985. However, it's beginning to look like the opening of a sale at Harrod's - there's a crowd of people gathering near the door, quite oblivious to the line. Fortunately, nobody broke into the line. (Quite unlike what usually happens at Harrod's!)

First, to the Australian Design Group booth. (ADG, here from Australia for ORIGINS, makes WORLD IN FLAMES.) For those of you who don't know any better, WIF is described as a world version of THIRD REICH, although it looks more like a small WAR IN EUROPE/WAR IN THE PACIFIC to me.

Other new releases include GURPS (a pole-playing system that can cover any time and place) by Steve Jackson, FEDERATION & EMPIRE (a strategic version of STAR FLEET BATTLES) by Task Force, Avalon Hill's release of EMPIRES IN ARMS (guess what PBM rules I'm working on right now) and FLIGHT LEADER (FIREPOWER in the air) (KNIGHTS OF THE AIR didn't make it, but it was replaced by PARATROOPER, an introductory module to ASL), and Lou Zocchi's ZOCCHIHEDRON (patent pending) - a die with 100 SIDES! (Well, it's more like a golf ball, in that it's round with 100 flat spots. Also, unlike other dice, how the Zocchihedron looks changes depending on which side is up!)

This PAGE 2 is face up

As for my tournaments? I was in UP FRONT and CAR WARS. Needless to say, I was eliminated early both times. (In UP FRONT, I was the Americans against the Germans in scenario A; I tried a 4-8 setup with the SL and high morale in the movement group (A) and the rest as a fire base. Trouble was, I couldn't move my group anywhere, and three men in my fire group were pinned very early on while his movement group jumped into a gully before I could get my firepower back. Eventually, my squad broke just before his movement group reached range 4, which would have been a win for him anyway. As for CAR WARS, I learned two lessons: never build a Luxury car for less than \$20,000, and never head straight towards a car with a ram plate. However, I did both, and my miniscule armor was no match - to make things worse, my rocket launcher caught fire, killing my driver.)

At least John Boardman ought to be happy - PAX BRITANNICA, for which he wrote the PBM rules, won Charles Roberts awards for Best Pre-20th Century Game and Best Graphic Presentation. (The Best 20th Century Game was WORLD IN FLAMES, which also won FIRE & MOVEMENT's Wargame of the Year award.) Wouldn't you know that the guy sitting next to me at the awards didn't have his list of nominees, so he had to keep looking at mine. By the way - it was Steve Jackson (of Steve Jackson Games - CAR WARS and all that). The "consolidation of awards" did have one major effect: thanks to a monumental screw-up, no Hall of Fame award was presented this year.

Scene of the con: Lee Gold receiving the award for Best Amateur Adventure Gaming Magazine - the one she won LAST year! (They couldn't have just mailed it after last year's ORIGINS?) By the way, this year's award went to THE VIP OF GAMING.

Auction fever struck again, with a special auction for "collector's items". The highlight was Steve Jackson's attempt to raise money for his gaming computer bulletin board - he offered the chance for someone to throw a Boston Cream pie in his face! It went for \$35 - and it was, I must report, a direct hit. Meanwhile, a stack of magazines, including the first 100 issues of THE DRAGON, sold for \$750. (What surprises me is that the person could pay for it - CASH (or travellers' checks) ONLY.)

There was only one problem: the only restaurant that didn't charge 6 7/8 king's ransoms for a meal was a Carl's Jr. hamburger place next to the hotel - four days of burgers and fries. (There was a 24-hour market about 1/2 mile down the road, which charged "only" 60¢ for a can of soda, as opposed to the 75¢ in the hotel (actually \$1 in the gaming areas).)

Speaking of awards, magazines may have come full circle - originally, S&T always won the Best Wargaming Magazine award, probably because of the game in every issue (even such "classics" as TITO and ARMADA). Then, FIRE & MOVEMENT won a few. Now, THE WARGAMER is taking the awards - probably because of the game in every issue....

Back to the news....the Ted Turner/Soviet Goodwill Games are proving something - the Soviets are just as capable of taking home the major share of the medals against the Americans as they ever were. Also, the South Koreans were not invited - expect to hear more about the North Korea (oops - People's Republic of Korea) request to host half of the 1988 games. (One of the Warsaw Pact countries' sports bigshots was heard to say: "We don't want to have to boycott the games". That statement shows who really controls what the eastern European countries do.)

Conrad von Metzke has announced that no new subscriptions or trades will be accepted for COSTAGUANA. Also, for the first time, COSTAGUANA will have a subzine - for running RAILWAY RIVALS. (Of course, LOM has had RR openings for months, and new subscribers are always welcome.)

THE COMMUNIST DINER - David Berk, 1319 Washington, Wilmette, IL 60091, wants you to ignore the title, but get the 'zine anyway, complete with Dip news, art, articles, humor, and YOUR AD (for \$1).

Sorry - PAGE 3 doesn't have enough
space for DIP WARZ

MEETING OF MINDS #2

This is MEETING OF MINDS, the subzine devoted to the North American Tournament Rating (NATR) system (although plans are being made to include Europe in the future) and tournaments in particular.

Well, I still don't have the results from DIPCON, although I read somewhere that Malc Smith won the tournament. However, in the meantime, Robert Sacks and John Boardman ran the ATLANTICON Dip tournament on June 21 and 22 in Baltimore. 35 players competed and 7 games were played. Robert reports that the tournament will be referred to as "The Diplomatic CONGRESS OF BALTIMORE 1987" and will be at ORIGINS, July 2-5 at the Baltimore Convention Center and Hyatt Hotel.

ATLANTICON RESULTS

1. Ian Campbell	2	28.353	17.0000	Best England
2. Paul Kenny	2	23.539	14.2231	Best Italy
3. Mark Lynch	2	22.362	11.7107	Best Turkey
4. Vladimir Giszpenc	2	21.348	9.4628	
5. Mark Haynes	2	20.263	7.4793	
6. Kevin McHugh	2	17.812	5.7603	Best Russia
7. Michael Saylor	1	15.882	4.3058	Best France
8. Brian Gorry	1	14.824	3.1157	Best Germany
9. Tim Conway	1	13.646	2.1901	
10. Ken Cole	2	13.583	1.5289	
11. David Hecht	1	13.500	1.1322	
12. David Norris	2	11.743	1.0000	
13. Jeff Robertson	2	11.491	1.0000	Best Austria
14. Jim Marino	1	10.800	1.0000	
15. John Fisher	1	10.667	1.0000	
16. Les Evens	2	10.419	1.0000	
17. Mark Andersen	2	5.647	1.0000	

Also in the tournament: George Griffith, Saul Ackovitz, Donald Davidoff, Lee McCormick, Mark Allen, Perry Silverman, Curtis Wright, Fred Schachter, Dave Boor, Wade Fowble, Jack Gardner, Timothy Lynch, James Leavitt, Kevin Kennelly, Maurice Page, Frank Ditizio, Blyden Potts, and Forrest Pafenberg.

Results are in this order: number of games played, tournament score, NATR points, and best country awards. Needless to say, since this is the only tournament reported so far, Ian has the current #1 standing. (Since a number of tournaments in the first half of the year were probably missed, this year's final rankings may not be accurate - not that the NATR is any more accurate than any of the PBM ratings systems....)

FUTURE CONS

PEERICON, August 1-3. One of the big Dip events for Southern California, run by Larry Peery. Avalon Hill (er, TAHGC) has donated a \$100 gift certificate for the winner. For a registration form, send a SASE to Larry Peery, P.O. Box 8416, San Diego, CA 92102.

GATEWAY 1986, August 29-September 1 at the LA Airport Hyatt Hotel. This is the big Southern California wargaming con; however, these people also ran ORIGINS, which had no Dip tournament. For information, write to DTI, GATEWAY 1986, P.O. Box 8399, Long Beach, CA 90808.

PACIFICON, August 30-September 1 at the Dunfey Hotel in San Mateo, CA. As usual, Jim Bumpas will be GMing the tournament (presumably). No address to contact as of yet.

ANYBODY ELSE KNOW OF ANY CONS/TOURNAMENTS - PLEASE LET ME KNOW

I'm sure a lot of you remember the 1830 houserules from issue 63. This is what happens when you attempt to use the (choose one: Bruce Linsey, John Boardman) method of trying to cover everything at once. Well, I've just uncovered a set of the 1829 house rules used in Britain, and since the games aren't very different, I think the 1830 HRS could do with a little re-writing. So, without further ado, here are the revised....

RULES for postal play of The Avalon Hill Game Company's 1830

1. The regular rules, plus any errata appearing in THE GENERAL or otherwise furnished by TAHGC, will be used except as changed by these rules.
2. At the start of the game, each player receives a Place Card, distributed randomly. The player with number 1 begins the first Stock Round; play in stock rounds is in numerical order (see 7.0). Operations Rounds are played in the order listed in 16.0.
3. Each PBM turn consists of a Stock Round and an Operations Round. Once a 3 train has been bought, there are 2 Operations Rounds per turn; once a 5 train has been bought, turns alternate between a turn with a Stock Round and an Operations Round and a turn with two Operations Rounds.
4. **FIRST STOCK TURN:** The first Stock Turn consists of enough Stock Rounds to sell the Private Companies. (The first turn of the game is the First Stock Turn.) In the First Stock Turn, each player lists each of the Private Companies that he has some desire to purchase, in preference order, along with the amount the player is willing to pay for the Company. Each player's orders are checked as follows:
 - a. If the Company is no longer available, go to the next order.
 - b. If the Company is the one currently being offered (i.e. all Companies before it have been sold) and the current price is not more than the player's paying price (i.e. what the player is willing to pay), the player buys the Company at the current price. (If the player does not have enough money, go to the next order.)
 - c. If the Company is the one currently being offered, but the current price is more than the player's paying price, go to the next order.
 - d. If the Company is not the one currently being offered, and the player can make a legal bid for it, he does. (Unless otherwise ordered, the player's bid is the minimum bid allowed at the time.)
 - e. If the Company is not the one currently being offered, and the player cannot make a legal bid for it, go to the next order.
 - f. If no more orders exist, pass.

If more than one player has bid for a Company when it is to be sold:

- a. If one player has a paying price higher than the others, he purchases the Company for a price of \$5 more than the next-highest paying price.
- b. If more than one player has the highest paying price, the Company goes to the player with the lower Place Card number for a price of his paying price.
- c. **NOTE** that, in an auction, "paying price" is the smaller of (1) the amount the player is willing to pay, and (2) the amount the player has at the moment.

Players may also write orders to buy/sell Private Companies among each other. The order must specify what is being bought/sold, who to buy from/sell to, and for how much. Only matching buying and selling orders will be followed. No buying/selling is allowed until the second stock round.

5. **STOCK ROUNDS:** In a Stock Round, each player orders his stock certificate purchases and/or sales. Orders may be conditional on the conditions present when it is the player's time to buy/sell, since other players may have bought/sold earlier in the same round. A player's orders should be in the order he wants them to be performed. A player can order more than one share to be bought; however, if a player buys a certificate, he cannot buy another one until all other players have had their chance to buy/sell. An impossible order will be skipped, but will be performed at the first possible opportunity in that round unless the player specifies otherwise.

OPERATIONS ROUNDS: If no Corporations are operating, an Operations Round consists of paying revenues. (This kind of Round is possible in the First Stock Turn, since it requires no player orders.) Once Corporation Operations begin, each player with stock in a Corporation may give orders for that Corporation. The actual orders used are based on the following list:

- a. If the President sent in orders, those are used.
- b. If the President did not send in orders, the orders from the player with the largest share of that Corporation are used.
- c. If two or more players sending in orders have the largest share, a set is chosen randomly.

Operations Orders consist of:

- a. **Tile laying/replacing** - each hex has an ID consisting of a letter and a number. The rows are lettered A-K; the "columns" are numbered 1-24, although some rows have only odd numbers and the others have only even numbers. For example, Baltimore is at I15; the hexes to the left and right are I13 and I17. Each tile has a number (not including the numbers in circles); the facing of a tile depends on how the number is facing. If, when looking from the south mapedge, the number is right-side up, the facing is 1; if 60° to the right, the facing is 2; if 120° to the right, 3; if upside-down, 4; if 120° left, 5; if 60° left, 6.
NOTE: there are two different tile 45s. Consider tile 45's facing number 1 to be with the straight track running north-south and the bridge is closest to the north.
- b. **Token buying/placing.**
- c. **Running trains** - train orders may be as specific (or as general) as the player prefers. If a player does not specify a train, the lowest-numbered one available (6 is lower than a diesel) will be used. If more than one possible route exists that follows the player's order, a route is chosen at random.
- d. **Revenues** - either reinvest or pay dividends.
- e. **Train purchases.**

NOTE that a Corporation's entire round takes place before another Corporation's round begins. If more than one round is to take place in a turn, players must list each round's orders separately!

Orders may be conditional on what the conditions are at the time the order is to take place. (For example, a token order may be conditional on something that happened in a previous round, by a previous Corporation in the same round, and/or by the player's tile placement in the current round.)

6. **NMR:** If no player sends in orders for a Corporation, or one or more of a player's orders are illegal, the following actions take place:
- a. No tile is laid, unless the problem is that the player laid a tile in an illegal facing, in which case the tile will be legally faced in the same hex, if possible.
 - b. No token is placed, unless a rail line exists from a city without any tokens to a city with that Corporation's token (not passing through cities with other Corporations' tokens).

tokens), in which case a token will be placed in the city without a token.

- c. Trains will be run to make as much money as possible.
- d. Revenues will be reinvested.
- e. No train will be purchased unless required by 20.2.

- 7. **FORCED PURCHASE:** If a player must buy a train but the Corporation cannot afford to do so, the turn is suspended at that point. The player(s) required to buy a train must specify what shares to sell, as well as whether or not any of the player's other Corporations are selling a train to the Corporation that needs one.
- 8. **ENDING THE GAME:** The game ends at the end of an Operations Round where (1) a Corporation must buy a train but cannot, or (2) the Bank is out of money.
- 9. There is NO rule nine.
- 10. **SEPARATION OF ROUNDS:** At the request of two players, a Stock Round may be played as a separate turn. However, if three Operations Rounds follow the turn, they are played in the next turn.
- 11. This is the end of the HRS.
- 12. Ignore HR 11.
- 13. Ignore HR 12. (Wait a minute - if 12 is ignored, then 11 is not ignored, which means that 11 is the end of the rules, so there is no 13, which means that 12 is not ignored, which means that 11 is ignored, so 13 is not ignored, and 12 is once again ignored,...)

~~-GAME-OPENINGS-APARTMENT-OPENINGS-GRAND-OPENINGS-BOTTLE-OPENINGS-EMPLOYMENT-OPENING~~



STAB OF THE CENTURY - Three couples and a seventh player needed. (SOTC is regular Dip - well, variant Dip - in which six of the powers are taken by three couples.)

RAILWAY RIVALS - yes, LOM has some competition from **COSTAGUANA** (however, I did announce the openings first, and my opening is in the **ZINE REGISTER** and Conrad's isn't), but I'm not worried; even if Conrad fills his games first (although he has recently announced that no new subs/trades will be accepted), he can always mention my name to any additional players....6 players needed - American map used.

WORLD IN FLAMES - apparently, WIF uses an impulse system (like **FIREPOWER**), which makes PBM play impossible. (It would take almost a year to play some two-month turns!)

EMPIRES IN ARMS - well, as soon as I can get through enough of the rules without going mad, I'll try to draw up some house rules, unless of course John Boardman does them first. However, having enough optimism to believe that somebody will think up PBM rules, there are seven openings. Presumably, one of the campaign games will be played.

DIPLOMACY - Standbys needed desperately for Dick Martin's new game! You get the first two issues in which your position appears free (assuming you mail orders in), plus an additional \$1 credit for finishing your position.

KINGMAKER - as soon as the current game is finished, another one will open - 6 players.

1830 - 6 players. Slightly newer house rules are in this issue.

WHITE SPACE - I have enough of that as it is

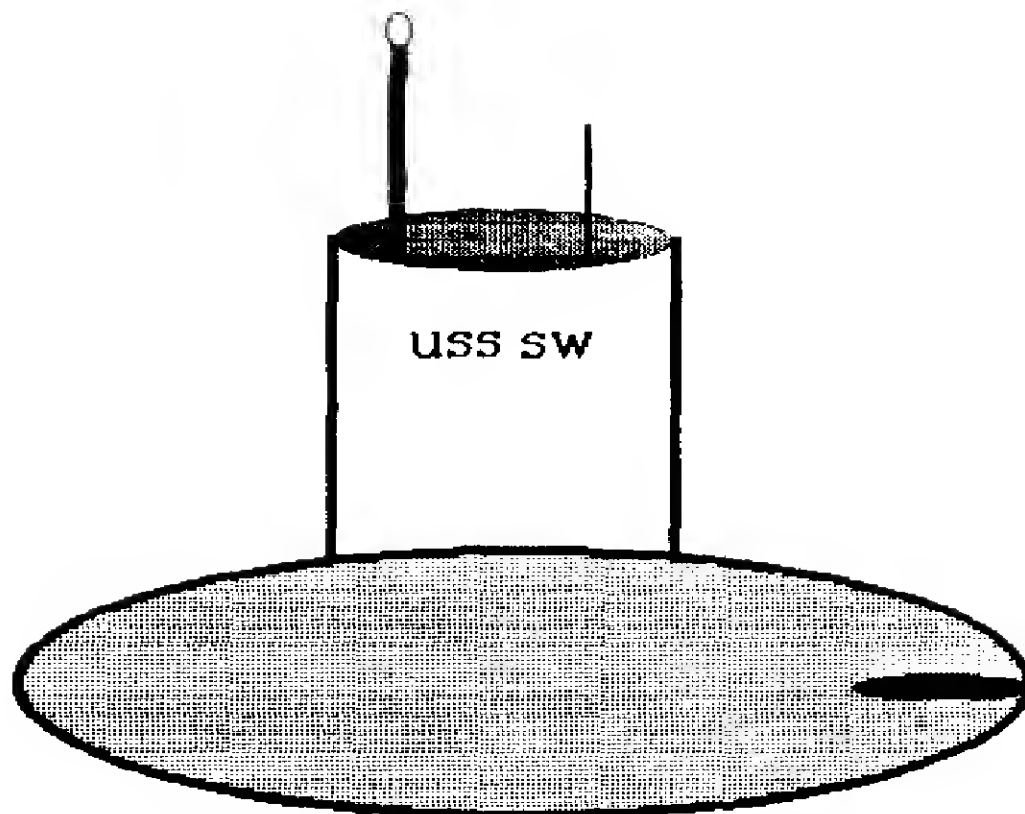
HOUSE RULES for postal play of Games Workshop's **RAILWAY RIVALS** (based on the rules in **THING ON THE MAT 6**, themselves based on David Watts' **PBM** rules - after all, he invented the game)

1. Except when modified, the copyright 1985 rules will be used.
2. The players will be informed of which map is being used when they sign up (that is, it will be in the sign-up notices). Once six players are signed up and the game start is mailed to the players, the players send back preference lists (if any) for starting town and train color. (If a preference list(s) is not submitted, the choice is made at random after those with preference lists are assigned.)
3. The GM decides on all disputed points. Rules may be modified, but it requires a unanimous vote of the players and GM. The GM may change rulings on appeal.
4. Each set of orders must include the player's name, the game ID, and the player's signature. The date and train color should also be present; if the GM has two or more sets of orders from a player and can't decide which came last, one set will be chosen at random.
5. Unlike **DIPLOMACY**, **RR** has no standby provision. If a player resigns or drops out (misses two consecutive sets of orders), the GM will divide that player's track into sections and auction the sections to the remaining players. Each player may bid on any number of sections, even when a section does not adjoin the player's track.
6. Players may go into debt during a turn; however, they may not spend money during a turn which they began in debt until the debt is paid off. (That is, if a player owes 1000 at the beginning of a turn, but gets out of debt in the middle of the turn, that player may resume spending for the remainder of the turn, even if it causes the player to go back into debt.) Any debt existing at the end of a round is increased by 20% (interest).
7. If any orders are ambiguous, the GM will attempt to follow as much of the orders as possible. If a player's orders give an unfair advantage to another player (for example, paying more than 20,000 for building in that player's hexes), the GM will interrupt or disallow the order(s) at the GM's discretion.
8. Payments for building parallel to another player's tracks are reduced to 1000 per half-hex if both tracks are built in the same round.
9. **BUILDING ROUNDS** - there are six building rounds. In each round, there are three die rolls, all of which are used by every player. All rolls of "1" are discarded. If a "2" is rolled, another die is rolled and this number used instead. (NOTE that if this "secondary" roll is a "1" or "2", then the original roll of "2" is used.)
10. Builds based on the first die roll are simultaneous. Builds based on the second roll are simultaneous, but take place after all first-die builds. Builds based on the third die are simultaneous, but take place after all second-die builds.
11. Conditional builds are NOT allowed.
12. After the six building rounds, there are six operating rounds. Each town number is used once in the first three rounds and once in the last three rounds. Of the twelve towns chosen in each round, the digits 1 through 6 appear as the first digit of a town number twice each.
13. Each player may enter up to four runs. (If, because of runs being carried over from the previous round, there are eight or more runs in a round, each player may enter up to five runs.) If no one takes place in a given run, it is carried over into the next round (except, of course, in round 12, since there is no "next round").

14. The route that a player uses in a run must be specified. The players do not have to give a hex-by-hex movement, but must specify enough hexes and towns so that the route is unambiguous - otherwise, that player does not compete in the run. Each player must specify the hexes in which other players' tracks are being used (and must specify, for each such hex, which players' tracks are being used).
15. The four types of run are (a) solo on your own line, (b) solo but using at least one other player's lines (with or without your own lines as well), (c) jointly with one other company, and (d) exchange of running powers. Orders may not be conditional EXCEPT that if a joint or exchange order is cancelled (because of the orders of the other player involved), an alternate solo (either type) order may be specified.
16. A joint or exchange order is not followed unless all of the players involved give the same order, or one player gives the run order and the others say that this player's orders are to be used.
17. At the end of each of the first five operations rounds, each player may build additional track. The amount that can be spent by each player is equal to the sum of two dice (in thousands) plus 12,000.
18. Each race is run by the GM using an averaging die (a six-sided die numbered 2,3,3,4,4,5) unless the players agree at the start of the game to use a regular die. (The averaging die is not used for anything other than runs.)
19. If, in a race, two or more trains finish the same distance past the finish, the richest player is declared the winner.
20. At the start of the game, the players can agree to change the running rules so that if more than one train finishes at the same time, the richest player wins regardless of how far past the finishing town the trains ended. (This is the standard rule in European BRs.)
21. Each deadline will be five weeks after the previous deadline, except in games involving players from more than one country, in which case the deadlines will be ten weeks apart.
22. A game will be delayed if, for one reason or another, one or more of the players and/or the GM cannot communicate via mail. (That is, if one of the players cannot send or receive mail because of a postal strike, the game is delayed until the end of the strike.)
23. If a player uses the results to light a cigarette, or holds them too close to a sulphuric-acid-throwing machine, the player is NOT entitled to a substitute copy. Other than that, the GM may send an additional copy and/or delay the game if the excuse is good enough and/or the bribe is high enough.

DIP
WARZ

will not be appearing
this issue, because
nobody filed a yellow-and-
white-with-purple-things Form to
Continue DIP WARZ After An Election
Where The Incumbent Lost



SUBMARINE WARFARE

(a neat idea for a subzine)

by

Derwood Bowen

2140 East State Street

Salem, Ohio 44460

The first thing an observant reader will notice is the new address. I have moved to the small town of Salem. I own a pizza franchise there, and it was massively inconvenient driving back and forth from Cleveland. So I am renting a big house for less than I was renting an apartment. And I have more time for myself, since I don't waste two hours of it each day driving back and forth. Unfortunately, my business seems quite capable of sucking up any time I have. So I haven't churned out one of these for awhile. Even so, Don del Monte seems intent on keeping me supplied with LOM's. So, out of a deep-seated feeling of guilt, I thought I'd better send him something in return. And, since SW is cheaper than money, here comes another one.

You might also notice that there is no Periscope here. I haven't done a very good job with it, so it has found a new home. I have learned a very valuable lesson as a result of it. Doing a game requires a lot. When I started Periscope, I hadn't bought my own store. After buying my franchise, I discovered that I didn't have the time available that I had before. Hence, my dip activities in general, and GMing in particular, suffered. So, no new game openings from me until things change.

I doubt that this has been especially entertaining, but I thought it should be written. Anyway, I'll try to make the subsequent pages more fun. At least, you aren't reading LOM while you are reading this.

And now, that feature you all have come to love, Let's Stab a Mad Lad. And here's your host, the redoubtable Deeeeerwoood Bowen. (Sound of scattered, polite, bored applause) Thank you fans. Now today we have a real treat. The one, the only, Dan Stafford. Welcome to our show, Dan.

Yeah, well.

I'm sure you're looking forward to stabbing a Mad Lad on our show, aren't you, Dan.

Major excitement.

Folks, Dan is one of the top players in our hobby. He is at the very top of his own rating system. And he hardly had to cheat at all to get there. And everyone knows how much contempt he has for the Mad crowd. So we are looking forward to a real first class stab.

Yeah, well.

And, now, Dan, here is your situation.

Uh, wait a minute, Derwood. There is something you should know.

What is that, Sir Sleaze?

That's better. I was wondering when that was coming. But you should know that I am a hobby burnout. I just can't lie anymore. I doubt I could even stab James Wall.

Ohmighod. (At this point a loud buzzer sounds.) Yes, Mark.

You used my name in vain. That is against the rules, as contained in the 24 volume collection of VOD houserules.

Thank you for reminding us of your presence, Ghod. E- ghads. Now then, Dan, you say you can't stab a Mad Lad. What on earth are you even doing here?

Yeah, well. Major excitement. You summoned me here with your word processor. Now what are you going to do?

Uh, how about I give you the situation, and you stab him as best as you can.

Yeah, well.

OK, here goes. You are Austria.

Yeah, well. I don't like playing Austria. I won't play Austria.

But, Dan, that's the situation that's been selected.

Tough.

But, but, but . . .

Yeah, well. See you sometime. Say, how about a United game?

I suppose you are great at that, too?

Naturally.

Sorry, that doesn't fit in here. Get lost, will ya. Well, folks, another Let's Stab A Mad Lad goes down the drain. I doubt too many are too disappointed. Maybe next week I'll have a more cooperative guest. How about Keith Sherwood, Mr. Ultimate Cool himself. Until then, may all your stabs be lethal.

DO THE WATU SIDO THE WATU SIDO THE WATU SIDO THE WATU SIDO THE

Jack the hack wanted a Big Mac. So he said he'd be right back. He was having a Big Mac attack. Jack the hack went to Hackensack with his pack to the house that Mac built. And ordered a sack of Big Mac's. But the house that Mac built only sold Apples, so Jack the hack and his sack in Hackensack had a lack of Big Mac's.

KNOW HOW TO PONY LIKE BONIMARONIKNOW HOW TO PONY LIKE BONIM

The last time I did this (which was long enough ago that probably no one remembers) I included an article on the play of Sweden. I seem to remember promising to write about the play of Rumania this time. So, here goes.

Rumania suffers from much the same problems as Sweden. It has no armies, no playing pieces, etc. However, a game I saw in Graustark recently shows how a creative player can do well playing Rumania. He had managed to stay neutral through '04, an achievement I rank right up there with any in the hobby. The important thing for Rumania in '01 is to create a situation where some animosity exists between the Russian and the Turk. This is imperative, for if the Russian orders F Sev-Rum, you are done for. You must get that fleet to go to the Black Sea. If you can also get the Turk to go to the Black Sea, thus bouncing, so much the better. Then, the move of F Sev-Rum can be countered by A Bul-Rum. This will probably get you through '01, unless the Russian has put an army in the Ukraine. In that case, you must promote trust between the Austrian and the Turk, so that the Austrian will be willing to support Turkey into Rumania rather than supporting himself into Greece. That support is necessary to prevent the Russian from gaining Rumania by supporting himself in. Of course, if the Austrian has opened to Galicia, the Russian might well have to cover Warsaw rather than support himself into Rumania. With all of these possibilities, your chances as Rumania can be rather dicey. But if you survive '01, you have accomplished something.

Now for the fun part, '02 and beyond. Realize that it is important that the Russian not be nuked too early, or either Austria or Turkey will enter Rumania. What you need to do is promote standoffs. The easiest way to do that is to work to get Russia builds in the north. Ideally, he can gain at England's expense. This will allow him to hang on against the combined AT onslaught. And keep those standoffs going. If it looks like AT is gaining too fast, a quick letter to Italy suggesting a stab of Austria might keep him from sending that extra unit north to change the balance. You must really keep alert to all the possibilities. Send good letters, watch everywhere you can, and good luck playing Rumania!

CMONEVRYBODYCMONINBOBBYSGONNASHOWYAHOWTODOTHESWI

I suppose I should make this announcement. I am engaged! To be married, you bozos. To a woman yet. Her name is Thomasine Walters. It will be the first for both of us. And, we are hopeful, our last. I'm not sure she knows quite what to think of Dip yet, but she is tolerant of it. Anyway, I thought I would at least mention it here. It is something worth sharing, I think. But then, what does it have to do with Dip? At least as much as a fair portion of the drivel passing for writing in the hobby! Wish us well.

don't
worry,
we'll
change
that
soon
enough

CMONBABYDOTHELOCOMOTIONCMONBABYDOTHELOCOMOTIONCMON

Having this small amount of white space, and not knowing what to do with it, I'll just type this nonsense until I see that I can stop. I hope that the return of SW, if not to greatness, will be at least entertaining. I'll try to get on a regular schedule and show up every month. Unless I get enough letters telling me to get lost. Then, if you hurt my feelings, I'll get mad and write twice as much.

LOOK! UP IN THE SKY!
IT'S A BIRD!
IT'S A PLANE!
NO, IT'S__

The New and Improved LOM Game Winter 00

R (Kathy Byrne): A Vie, A Bud, F Tri
E (Gary Arkoff): A Lpl, F Edi, F Len
F (Mark Noworth): A Par, A Mar, F Bre
G (David Coufal): A Ber, A Mun, F Kie
I (Robert Miller): A Ven, A Rom, F Nap
R (Robert Thornsberry): A Mos, A War, F Stp(ac), F Sev
T (Gary Behnen): A Con, A Bul, F Ank
GM (Dick Martin)

Here we go with my second LOM guest GMing effort. The first, Herve, was what you might call "plagued" by NMRs, let's try to avoid that this time, OK? Besides, Don's standby list is a bit dusty from lack of use, and I'm allergic to dust.

I'll try to get a number for this game, but in the meantime you can call it anything you like - as long as I can tell what you're talking about, that is. New LOM game should do just fine. For those who are into that sort of thing, house rules are...I don't know. Ask Don. That's his department, if he's got any. If not, I've got some, but they're pretty ordinary, about what you'd expect in a zeen like Life Of Monty (ahem).

My phone number is (301) 762-4267. There's an answering machine hooked up, you can feel free to leave orders on it if I happen to be out (which is extremely likely, I should add). But this is a postal game, and of course you'll all mail in orders early. It's always a good idea to submit preliminary orders, and change them later if you so choose. Since this is a guest GMed game, deadlines will be adhered to scrupulously.

Congratulations are in order to Don for filling this game so quickly. Whew, this is a record, I think.

On the off chance that you'd like to actually submit moves or write each other, maybe I should give you some addresses....

Anything else? No? In that case...Don, the deadline please?
We're off!

AUGUST
8th

Misc. 2 Listing

Misc	#	Last Name/First	Name	Address/City/State/Zip	Code
		Arkoff, Gary		24500 Big Basin Way Saratoga, CA	95070
		Behnen, Gary		1301 S Trenton Olathe, KS	66062
		Byrne, Kathy		29-10 164th St Flushing, NY	11358
		Coufal, David		1085 Wagon Wheel Ave Colorado Springs, CO	80915
		Noworth, Mark		1808 Bancroft Way Berkeley, CA	94703
		Martin, Dick		26 Orchard Way N Rockville, MD	208546128
		Miller, Robert		2912 West 141st Pl, #2 Gardena, CA	90249
		Thornsberry, Robert		515 Park Ave Lexington, KY	40502

PAGE 13 is old and unimproved
(Dick, can't you use longer paper in
your MAC?)

DIPLOMACY 84CI, AUTUMN/FALL 1908/SPRING 1909....TWO DOWN, ONE TO GO

ENGLAND (Dick Martin, 26 Orchard Way N, Rockville, MD 20854)
removed A STP

FRANCE (Dan Young, 5225 Dawes Avenue, Culver City, CA 90230)
NMR; A MUN retreats OTB; no other removal needed

ITALY (Mark Stegeman, 7 Banks Street #1, Cambridge, MA 02138)
builds F NAP, A VEN, A ROM

RUSSIA (Ken Peel, 8708 First Avenue #T-2, Silver Spring, MD 20910)
NRR - remove A BER (by the way - the standby NRRed as well)

SPRING 1909

ENGLAND: A Pic-BRE, F Nao-IRI, F ENG S F Nao-Iri, A Hol-BEL, F NTH S
A Hol-Bel, F KIE S RUSSIAN A Ber(nau), F Lon-WAL, F LVP S
F Lon-Wal, A Edi-YOR

FRANCE: NMR - F MAO, A PAR, F Iri(removed), A Wal(removed),
F Wes(d/retreat to LYO,NAF,OTB), A Bel(d/retreat to RUH,BUR,PIC,OTB)

ITALY: F Nap-TYH, A Ven-TYO, A Rom-VEN, F Lyo-SPA(sc), F Tyh-WES,
F TUN S F Tyh-Wes, A SIL H, A BOH S A Sil, A Rum-UKR, F Ank-ARM,
A SMY S F Ank-Arm, F Con-BLA, A Pie-MAR, A MUN-Kie

RUSSIA: NMR - A PRU, A MOS, A LVN, A Arm(d/retreat to SEV,SYR,OTB)

CALLING THE STANDBY (twice) - will GARY BEHNEN, 13101 S. TRENTON,
OLATHE, KS 66062 standby for France, and DAVID BERK, 1319 WASHINGTON,
WILMETTE, IL 60091 standby for Russia? (Standby players are reminded
about their retreats.)

DEADLINE for SUMMER 1909 retreats and FALL 1909 orders is AUGUST 15.
Remember that August 14 is Berchmas. Here's the press:

ENGLAND-FRANCE: Boy, you're as much a vegeable as Bjornsson was. With
your diplomatic skills, how did you miss out on Nerve? I expect
to see you signed up for my new game pronto. Get in while the
getting's good, you'll feel right at home.

ENGLAND-ITALY: So how was I to know that our new Frenchman played the
game with all the verve of cooked carrots?

MACPLUS-ATARI: Not only did the price of the Amiga drop by \$500, but
they're giving away "\$500" worth of software now, too. AHHAHAHAHA!!
I think Commodore is sunk. The Amiga has flopped, sales-wise,
and the C64 just doesn't sell like it used to. I plan to wait a
few years and buy an Amiga at a garage sale for \$50 or so....it's
a whiz of a machine, but that's not enough anymore. What's the word
on Atari hard disk capability? For some reason, that seems to be
the indicator of what makes a successful micro, as people seem to
want to be able to actually use the things (and HDs can be wonderful
to use). So Atari is coming out with CD ROM real soon now, huh?
Who isn't? I'll wait on that until they make a CD that can play
in my stereo as well as my Mac.

ATARI-MACPLUS: CD ROM was supposed to be out a few months ago (with the
Grolier's Encyclopedia, including complete cross-reference). There
are plenty of HDs around for the ST. (Meanwhile, what with the
1040ST around, the 520ST with drive and monochrome monitor is on
sale for \$500.

CAR WARZ: Hey, the Bismarck may have been a wreck, but at least it was
that way when we got it! We haven't had that rascal for several
years now, and figure that it's terrorizing the east coast
demolition derby circuit.

74116,3024-DDG: While a Compuserve letter may potentially be faster,
that's only true if the recipient regularly logs on and checks for
mail. I don't, do you? More reliable? Not having used the service,
I can't say. The USPS ain't bad (gasp!) for the money. Just think
how much they could improve the USPS (theoretically, anyway) if they
doubled the price of a letter.

PAGE 14 down, one to go

KINGMAKER, TURN 10.....EVICTION AT WALLINGFORD

KRIKKIT KONFEDERATION (Miller)

NEVILLE, GREY, and GREYSTOKE
remain at Chirk(g)
TALBOT remains in Coventry
STANLEY remains in Douglas

WACKY WABBITS OF WONDERLAND (Gestiehr)

BOURCHIER (Blackheath)-Windsor-
Wallingford(g)
STAFFORD (Leeds)-Blackheath-Windsor
BEAUFORT (Bristol(g))-h8-Tewkesbury-
h4-Eccleshall
SCROPE and PLANTAGENET-LANCASTER
(Chirk(g))-Newcastle-Eccleshall
Margaret is transferred to Plant-Lanc

SACRED ORDER OF THE MIRACULOUS PANTY-HOSE (Mazzer)

CROMWELL and COURTENAY (Corfe)-
h42-h40-Salisbury-
Southampton(g)
ROOS aboard Le GEORGE (Boston)-
m30-s29-s28-s27-Maldon
Le TRINITY remains at Weymouth
HOWARD (begins at Parnham) moves
via road to Southampton(g)

WHITE DUCHESS (Ozog)

HOLLAND aboard Le ROSE and Le LUCAS
(Dublin)-s1-s2-s5-Caernarvon
PERCY and HASTINGS (m22)-m30-
m36-Chester-w2-Rhuddlan(g)

NOTE that Stafford receives Bristol Town

POST-MOVE: Fitzalan is executed at Eccleshall after being held prisoner.
As a result, Wallingford becomes neutral (Treasurer of England
goes to Chancery), and Audley is booted onto the green

COMBAT: Cromwell and Courtenay siege Southampton (230-200). The siege
succeeds (TREACHERY 2), and Cromwell and Courtenay enter Southampton.
Meanwhile, Bouchier meets Audley on Wallingford green (290-90, which is
3-1). Bouchier is victorious (TREACHERY 1), and Audley is a prisoner.

MORE NOTES: Fitzalan returned to the Rampant Royalist hand; the WWW gets
the Flemish Crossbowmen, which must go to Bouchier. (By the way, Ken,
you cannot use road movement in the same turn as regular movement, and
you can't use a garrison to prevent someone from leaving one of your
castles.) Actually, the Flemish Crossbowmen could have gone to any of
the nobles which attacked Fitzalan.

RULES CHANGE: Road movement will always be in phase one from now on.

TURN 10 CROWN CARD:

TURN 11 EVENT CARDS: PEASANT REVOLT (Stafford to Leeds; CATASTROPHE -
2 ROUNDS; PLAGUE BRISTOL; non-event to Ozog; PEASANT REVOLT (Bouchier
to Pleshey; PLAGUE COLCHESTER, IPSWICH.

DEADLINE for TURN 11 is AUGUST 14. Now for the pressing matters....

WD-KKK: I do hope we got you. If not, we'll be back again. Edmund
wanted to go to England very badly. Sadly, he was forced to go
to Wales instead.

WD-SOMPH: What - leaving so soon?

WWW-RR: You keep stroking the "hares" the wrong way.

WWW-SOMPH: I'll let you fight over the west with the White Duchess.
I'm heading for the big apple on the east coast.

SOMPH: Lord Cromwell, still haunted by the beauty of Margaret Anjou,
who with her paramour, the depraved Duke of Somerset, had escaped
his clutches in the rain and mud of Exeter green was grim. His
kinsman, Richard of York's days were numbered. The Queen's men were
everywhere, as were those of her whelp, the Prince of Wales. The
White Duchess, who was said to be performing miracles in Ireland, was
now raising a vast army in the North. And strange plagues blighted
the country; Knickets in Shrewsbury, Wabbits in London.

"What say, old top" said the Duke of Clarence, in his cups
as usual, "let's just nip back into Calais for a bit of slap-and-
tickle at Madame Babette's Sporty House, what?"

"Quiet, fool!" Cromwell snapped, "Let's to Southampton, I need
a quiet place to think."

GM-SOMPH: Knickets? You mean "Kuh-niggets"?

PAGE 15 says "RUN AWAY! RUN AWAY!"

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